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SEE HOW TO PLAY ON PAGE 26

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Bad WOLF!

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DWA'S PAUL AND FELICITY ENJOY A QUICK GAME OF 'DELETE!'

IT'S BIGGER ON THE INSIDE

Hello there! Welcome to latest issue of ***DOCTOR WHO ADVENTURES***. This time we take a look at the exciting episode ***BAD WOLF***, you can find out loads about the ***TARDIS***, make a cool ***K-9 MASK***, take part in our new ***WHAT NEXT?*** quiz and find out loads of ***MONSTER*** facts. We've also got some brilliant ***CARD GAMES*** to play with your *Doctor Who* playing cards. Have fun and see you next time for more adventures!

The DWA team

PAGE 6

TARDIS

FANTASTIC POSTERS

THE VORTEX

Who news and fun stuff!

K-9'S NEW HOME!

Congratulations to Arthur Wolfenden, aged 6, who is the winner of our competition to win a life-size K-9. DWA's Moray and Louise turned up with K-9 to surprise him – and Arthur couldn't believe his eyes!

K-9 and his new master!

OOD ON THE LOOSE!

Oooh! An Ood has escaped and is hiding. Tell us which page he is on and you could win this brilliant Doctor Who Shaker Maker!

WIN!

Send entries marked OOD ON THE LOOSE to the address on page 24. The closing date is 2 February 2007.

www.flairplc.co.uk

MORE WHO

This month in *Doctor Who Magazine*, older readers can find out more about *The Runaway Bride* and the Doctor's new adventures. It's out now!

MINI MOTTO

I DON'T NEED ANYONE...

The 8th Doctor!

ON THE RADIO

Remember there's more danger and excitement waiting for the 8th Doctor and his companion Lucie every Sunday! Tune in to digital radio channel BBC7 from 6pm.

Cyber secrets!

Did you know that Cybermen have weapons and equipment built into their bodies? In their arms, as well as a high-energy blaster, a Cyberman has a camera that can beam out messages to any communication system.

Shh! Don't tell!

Watch out for a monster from the Doctor's past that nobody will be expecting to see again, says David Tennant.

THINGS TO DO WITH A DEFEATED ENEMY

The Emperor Dalek

If there is one thing the scary Emperor Dalek likes more than invading galaxies, it's fun fairs! So what better way to spend its weekends than hiring itself out as a fairground ride!

Who needs boring old bumper cars when you can have Dalek Dodgems? But steer clear of the Army of Ghosts Train.

Text and illustration by Christopher Cooper

Who games

Turn to page 26 for some really cool Doctor Who card games. Email us pics of you playing with your cards to dwa@bbc.co.uk

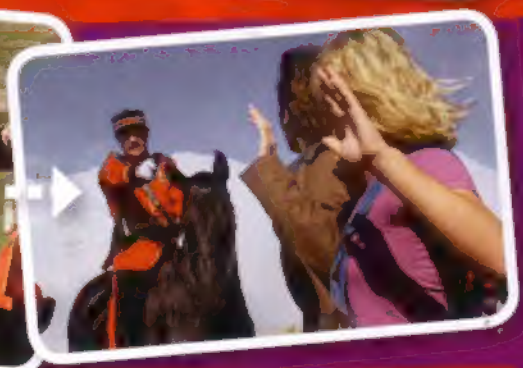
WHAT NEXT?

How well do you remember these scenes? Tick the correct answers!

1

- **A** Jackie screams so much the alien Slitheen blows up.
- **B** The Doctor appears and saves Jackie.
- **C** The Slitheen is electrified and Mickey rescues Jackie.

2

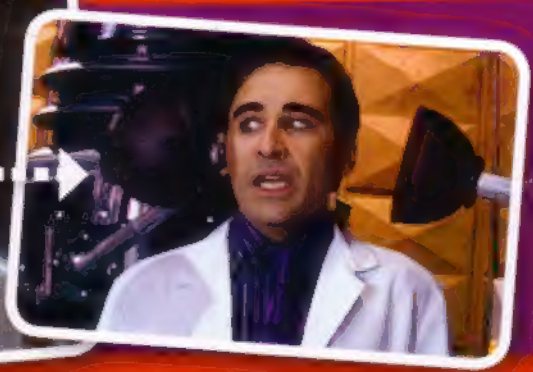


- **A** The Doctor and Rose meet Queen Victoria.
- **B** The Doctor and Rose go horse riding in the country.
- **C** The horse turns out to be Dalek Sec in disguise.

3

- **A** The travellers go and visit Jackie Tyler for tea.
- **B** Rose discovers they're in a world where her dad is alive.
- **C** Rose decides to stop travelling and stay on Earth.

4



- **A** The Daleks spray the man with silly string.
- **B** The Daleks play music through their suckers.
- **C** The Daleks extract the man's brainwaves.

For the answers, turn to page 33!

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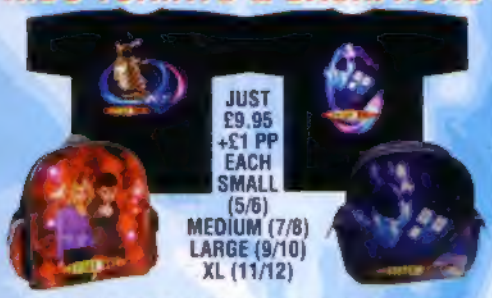

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20 THINGS ABOUT THE TARDIS

Fab facts about the Doctor's amazing ship!

1 TARDIS stands for Time And Relative Dimension In Space.

2 The TARDIS travels the universe by dematerialising from one place and then rematerialising in a different location in time and space.

3 The TARDIS is a Type 40. There used to be 305 more, but they were destroyed in the Time War.

4 The TARDIS has a special circuit which changes how it looks to blend into wherever it lands. The circuit broke when it was on Earth in the 1960s and shaped as a police box.

5 The Doctor always says he could fix the circuit if he wanted to, but he likes its shape too much!

6 In the 1960s police boxes had phones inside so the local police force could report emergencies. The one in the TARDIS isn't supposed to ring – but it did when the Empty Child called it!

7 The TARDIS wasn't built – it was grown on the Doctor's home planet of Gallifrey.

8 The TARDIS is 'dimensionally transcendental'. This means the inside is bigger than the outside.

9 The TARDIS is very powerful and managed to drag the rocket away from a black hole in *The Satan Pit*.

Words Leesa Daniels

13 The TARDIS key glows when the ship is about to land.

14 Whoever travels in the TARDIS is able to understand and speak other languages – even alien ones!

15 The power source of the TARDIS is under the column in the middle of the console. It's called the time rotor and is connected to the Time Vortex. The Doctor calls it the ship's heart.

16 In *The Parting of the Ways* Rose broke open the console to get to the heart so that she could ask it to take her back to the Doctor. She looked into the TARDIS and it looked into her.

17 The TARDIS is usually reliable, but the Doctor often finds himself in a different time and place to the one he wants to be in!

18 The TARDIS has its own force field.

10 The TARDIS is able to materialise around people. It rescued Rose from the Daleks like this and also the Doctor and Donna from the evil Racnoss.

19 The distinctive sound of the TARDIS taking off and landing was made by a set of keys dragged on the strings of an old piano with an electronic echo and effects added to it.

11 The bicycle pump on the console is a 'vortex loop control'.

12 It's large enough to contain a swimming pool, a huge wardrobe and even a cricket pavilion!

20 Emergency Programme One is only used when the Doctor thinks he's in mortal danger. It makes the TARDIS useless to anyone who finds it. He activated it in *The Parting of the Ways* to keep it safe from the Daleks.

DOCTOR · WHO

CLIFFHANGER!

PART TWO

ON THE *JUNGLE PLANET* HONDRAN, *THE DOCTOR* AND SPACE EXPLORER *KARA MCGRAVY* ARE ON THE RUN FROM ALIEN *HUNTERS* ...

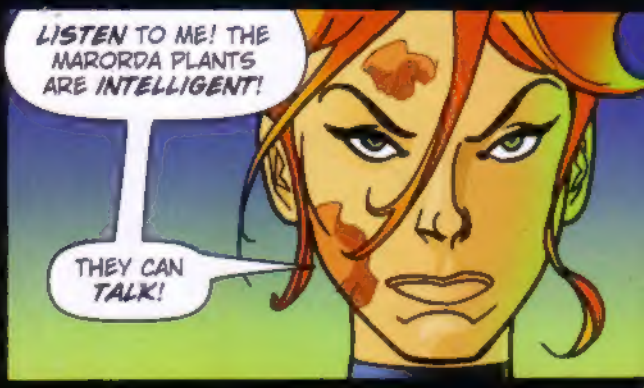
...BUT THEIR ESCAPE *ISN'T* GOING ACCORDING TO PLAN!

IT'S A *MARORDA PLANT!*

A *MEAT-EATER!*

AND IT LOOKS LIKE IT'S *DINNER-TIME!*

Script TREVOR BAXENDALE
Script Editor GARY RUSSELL
Art JOHN ROSS
Colours ADRIAN SALMON
Letters PAUL VYSE



LET ME GUESS - NOT IN THE MOOD FOR CHIT-CHAT?
BLERRGGHH!
JUST NOT ENOUGH MEAT ON YOU, CHUM

NICE TO HAVE MET YOU, ANYWAY...
SORRY ABOUT THE MISUNDERSTANDING.
DON'T WORRY ABOUT IT.
DOCTOR! WE'VE GOT COMPANY!

URRK!
FFFZZZZZP!
LASER BEAM!?

IT'S THE HUNTERS!
YOU DIDN'T THINK I'D LET SOME STUPID VEGETABLE STEAL MY PREY, DID YOU?
THERE WAS NO NEED FOR THAT!
THAT VEGETABLE WAS AN INTELLIGENT BEING - WHICH IS MORE THAN CAN BE SAID FOR YOU!

MOUTHY LITTLE RUNT!
GIVE ME ONE GOOD REASON WHY I SHOULDN'T COOK YOU RIGHT NOW.

UNSEEN, KARA MAKES A BREAK FOR IT...
THEY'VE GOT THE DOCTOR...
...BUT THEY HAVEN'T GOT ME!

WHERE'D SHE GO?
I'VE NO IDEA - I'VE LOST THE SCENT!

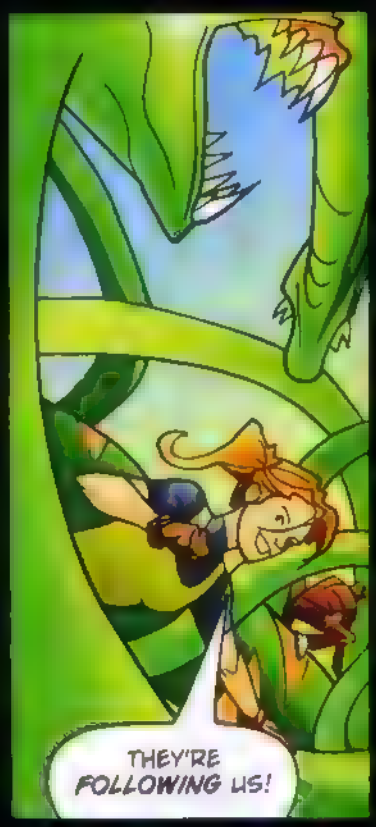
HEY! WHAT'S GOING ON?
SORRY, GUYS, I NEED TO LIE LOW FOR A MINUTE.
PHEW - WHAT'S THAT PONG?

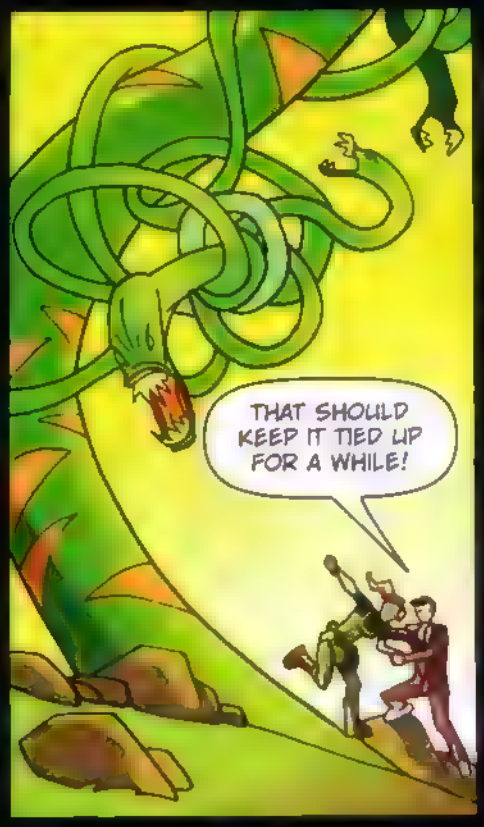
YOU'RE SQUASHING US, Y'KNOW!
SHHH!
I'M SORRY, BUT I'M GOING TO NEED YOUR HELP. YOUR BAD BREATH COULD SAVE MY LIFE...!

TELL ME WHERE THE FEMALE IS.
CAN YOU SMELL SOMETHING FUNNY?

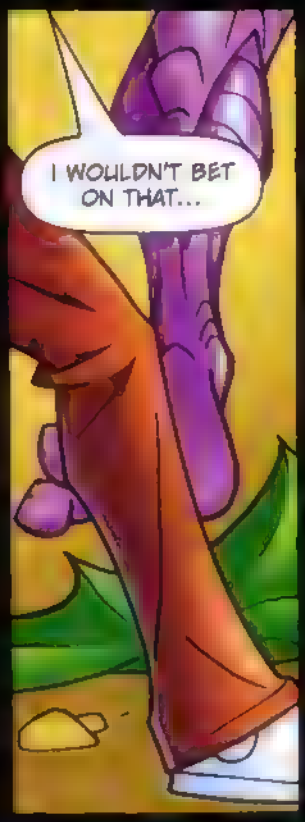
WHAT THE - YEURRGH!
SNIFF THIS, UGLY!
KARA!
MUSHROOM HALITOSIS - THE VERY WORST KIND!
THIS PLANET IS FULL OF SURPRISES - AND SO ARE YOU!
LET'S GO!
RUNNING ALL THE WAY!
WHOA! UNHELPFUL CLIFF EDGE!
WE'RE TRAPPED! THOSE MUSHROOMS WON'T PUT THE UNTRA OFF FOR LONG!
THERE'S NO WAY BACK...
...SO WE'LL HAVE TO GO FORWARD. COME ON! WE CAN CLIMB DOWN THESE VINES!
HURRY! I CAN HEAR THE UNTRA!
WE'LL NEVER MAKE IT! IT'S TOO FAR!
DON'T LOOK DOWN - JUST CLIMB!

IT'S THE UNTRA!
THEY'RE COMING AFTER US!
GET THEM!
HOLD ON! THE VINES ARE MOVING!
HSSSSSSS!
DOCTOR! THEY'RE ATTACKING!
DON'T TELL ME! THIS THING'S A MEAT-EATER TOO!
AND I'M GUESSING IT'S NOT THE INTELLIGENT, CHATTY TYPE
QUICK! FOLLOW ME!
WHA - ? WHERE?
UNDER HERE! FAST AS YOU CAN!
KNIT ONE, PURL ONE..


THEY'RE FOLLOWING US!


THAT SHOULD KEEP IT TIED UP FOR A WHILE!

THAT'S FAR ENOUGH! I'M NOT LETTING YOU GET AWAY THIS TIME!
WHAT HAPPENED TO THE REST OF YOUR PARTY?
THE VINES GOT THEM - BUT I'M A BIT HARDER TO SWALLOW.


I WOULDN'T BET ON THAT...

YEAARRGHHH!
THANKS - PERFECT TIMING!
YOU'RE WELCOME!
CRUNNCCHHH!

A LITTLE LATER...
I'M GLAD YOU DIDN'T EAT HIM. HE'D HAVE GIVEN YOU TERRIBLE INDIGESTION.
I CHEWED HIM UP A BIT, BUT HE'S FREE TO GO.
AND I'M FREE TO CONTINUE MY EXPLORATION - I'VE MADE SOME GOOD FRIENDS ON THIS PLANET!
THE END! A BRAND-NEW ADVENTURE FOR THE DOCTOR NEXT ISSUE!

Check out our exciting adventure guide to...

BAD WOLF

WHAT'S IT ALL ABOUT?

The Doctor, Rose and Jack find themselves beamed into game shows. The Doctor is on Big Brother, Rose is playing The Weakest Link and Jack is about to get a makeover on What Not to Wear! But why?

1 GAMES

The games are more sinister than they look! The Anne Droid zaps the weakest links with a laser and Trin-E and Zu-Zana want to remodel Jack's body by cutting off his head. It's all very dangerous!

2 EVICTION

When you're voted off in this *Big Brother*, you're evicted from life with a disintegration beam. When the Doctor enters the eviction room, nothing happens. Something has brought him there and wants him alive.

MY MASTERS FEAR THE DOCTOR!

Words Leanne Gill

Did you know?

WEAKEST LINK

Rose is still stuck in her game show. She reaches the final round but loses! Just as the Doctor and Jack arrive to rescue her, the Anne Droid zaps her and she vanishes.

MASTERS

A solar flare stops the station from transmitting and allows the Controller to talk. Her masters have been waiting and hiding in deep space. The TARDIS scanner reveals Rose isn't dead – the beam was a transmat and has just taken her somewhere else... a Dalek ship!

CONTROLLER

Jack and the Doctor both escape and meet the Controller. She's linked into the station and all the transmissions pass through her. The Doctor discovers the station is owned by the Bad Wolf Corporation.

CAUGHT

The ship that Rose is on is part of a massive Dalek fleet hovering above the Earth! The Doctor's horrified that so many Daleks survived the Time War that killed all his people. He vows to save Rose and destroy them...

"My CHILDREN!"
EMPRESS OF THE RACNOSS in THE RUNAWAY BRIDE
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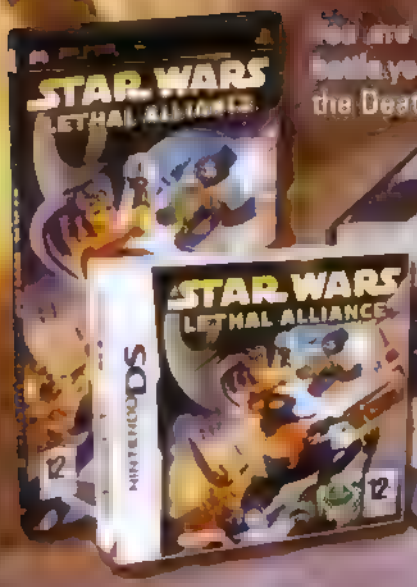

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"But you're dead.
I SAW YOU DIE!"
ROSE in THE PARTING OF THE WAYS

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"Mankind
NEEDED US!"
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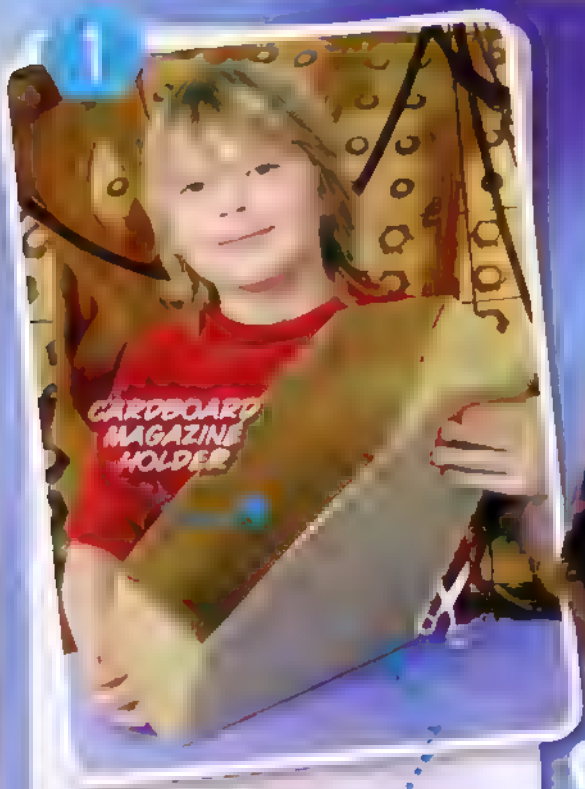
ADVENTURES

"This is the BAD WOLF scenario!"

THE MOXX OF BALHOON ■ THE END OF THE WORLD

MAKE IT!

K-9 MASK



[illegible] • glue • masking tape • a cardboard magazine holder • green paper or foil • pipe cleaner • red cellophane or tissue paper

2

MONSTER A to Z

N IS FOR NESTENE

FIRST STARRED IN: *Rose* (2005)

MONSTER STORY: It has an affinity to plastic, can take on any shape and has colonised worlds for a thousand million years. After the Time War it struggled to survive as all planets the Nestene used for food were destroyed.

LOOKS LIKE: The Nestene Consciousness looks like a massive vat of yellow, molten plastic – almost like Plasticine. This big bowl of intelligent goo makes Rose certain that she's not dealing with some kind of hoax.

FOE FACT!

The Nestene appeared in two of the 3rd Doctor's stories back in the 1970s – *Spearhead from Space* and *Terror of the Autons*.

What happens when you shock the Nestene? Learn more, or listen to, you know what help!

5 DOCTOR WHO BOX SETS

The *Doctor Who – New Beginnings* DVD box set, out 22 January, contains three classic stories from the Doctor's past! Find out how the 4th Doctor regenerated into the 5th – and meet Tegan Jovanka for the first time! Thanks to BBC DVD, we've got five sets to give away!

What colour is the outside of the Doctor's TARDIS?

Call 0901 077 1001 to enter or text WHOA BOXSET to 83010 now!*

Calls cost no more than 30p. Texts cost 25p plus your operator tariff

You'll find the answers to all the questions somewhere in this issue!

3 WAYS TO ENTER!

BY PHONE: Call the phone line and leave your name, age, address and answer! Calls cost no more than 30p. Always ask the bill payer before calling.

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Closing date: 2 February 2007

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What aliens did Rose meet at the end of Bad Wolf?

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The Doctor's data

File: 20 THE FOREST OF CHEEM

Meet the tree-like aliens

WHO ARE THEY?

A group of human-like creatures **grown from wood**. They've got bark skin and branch hair. Jabe, Lute and Coffa came as representatives to watch the Earth die.

WHERE ARE THEY FROM?

They were a forest in **Brazil** but were sold to the Brotherhood from the **Panjassic Asteroid Field**. They experimented on the trees who, over hundreds of years, grew arms and started walking!

THE GREAT CALLING

One night the entire race of Trees got on their **barkships** and left after they heard the Great Calling and travelled in space for five thousand years.

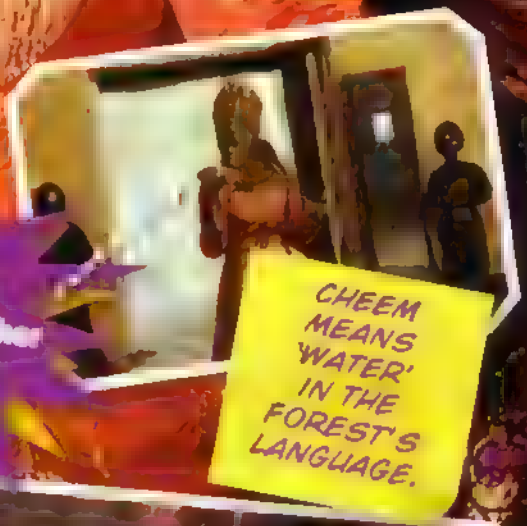
GIFTS

The Trees give **cuttings** from their families as gifts or peace offerings. Jabe gave the Doctor a branch from her **grandfather** and he breathed air into her face to say thank you!

HELPING THE DOCTOR

Jabe tried to help the Doctor save everyone on **Platform One** but the heat in the ventilation room eventually became too much for her.

They don't really understand technology. Jabe calls her hand-held computer a 'metal machine'.



CHEEM MEANS 'WATER' IN THE FOREST'S LANGUAGE.

I'M MORE SORTED THAN YOU AND KEEP THE WHOLE COLLECTION!

Delete!

Two or more Cybermen

1. Give the deck a quick **shuffle** and then **deal** them out to the Cyber players, who should put them **face down** on the table so none of the monsters can see

2. Starting with the Cyber dealer, each player should **put one card face up** in the centre, making a pile.

3. If you play a card that is the same colour and number as the one before, e.g. two red sixes, **shout out, "Delete!"** and slap your hand on the pile. First one to do so wins those cards. The first Cyber player to win **all of the cards** becomes the Cyber Controller!

PLAY IT!

Grab your fantastic new Doctor Who adventure cards, free with this issue, and challenge your mates to a game!

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SCHOLASTIC

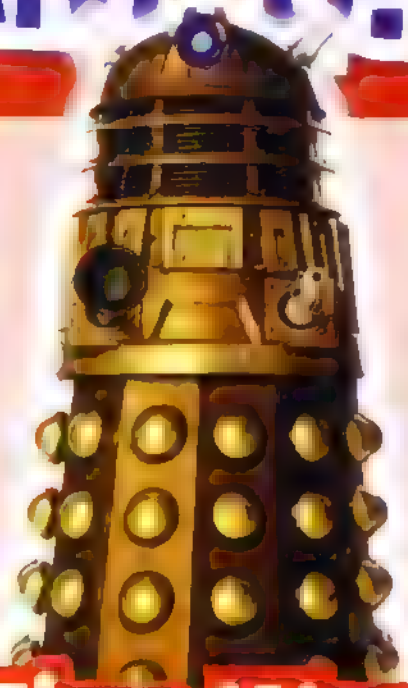
WHO CARD GAMES!

Send your own Doctor Who-themed card game ideas to the address on page 30 or email dwa@bbc.co.uk

K-9 Concentration

Number of players: Two or more robotic dogs with good memories

1. Gather all the **Jacks, Queens, Kings and Aces** from the deck. Give them a **shuffle** and **place them all face down** on the table.
2. Take it in turns to **flip two cards over** at a time. **If these cards match**, you win those cards and gather them to the side. **If they don't match**, turn them face down again and give the other K-9 a go.
3. **The one with the most pairs at the end** is crowned king K-9! Affirmative!



Time War

1. **Remove the aces** from the pack, give the cards a **shuffle** and **deal them out** to the deadly enemies.
2. Each player must **turn over a card face up at the same time**. If the Dalek has the higher card, they shout, **"Exterminate!"** and takes both cards. If a Doctor has it, they shout, **"Down with the Daleks!"** and takes both cards.
3. The player with the **most cards at the end** wins the Time War.

DEADLY GAMES

The stakes are high as the Doctor Who Confidential team visit the set of Bad Wolf...

THE STORY

The Doctor Rose and Jack find themselves trapped in twisted reality TV game shows where the losers are executed for entertainment It s up to the time travelling team to find out who is controlling them before it s too late and solve the mystery of Bad Wolf!

GAME ON!

When Russell T Davies first discussed bringing *Doctor Who* back to our screens in 2003, one of his first ideas included a story featuring famous game shows in an exaggerated form. The original name for the episode was *Somehow World!*

BAD WOLF

Rose and the Doctor discover that the mysterious Bad Wolf Corporation controls the Game Station. The words "Bad Wolf" have haunted them throughout their travels, appearing in almost every episode. Did you spot all of the different mentions?

CORRECT!

When Rose finds herself stuck on *The Weakest Link*, she is asked a question about the Face of Boe by the scary Anne Droid Luckily she met this friendly alien in *The End of the World* and gets the question right Phew!

DEADLY DROIDS

The Trine-E and Zu-Zana droids are based on *What Not To Wear* presenters Trinny and Susannah. The Millennium FX team who designed them said, "Nobody wanted them to look like someone in a suit, so they were almost cartoony sorts of robots." Although they are female droids, they were actually played by male actors!

THE ART TEAM'S ORIGINAL DESIGN FOR THE DALEK SPACESHIP

WHAT CHEEK!

When the droids start Jack's makeover, a "defabricator" removes his clothes and leaves him starkers! His bare bottom was visible in some of the original scenes – but these shots were removed!

JOKER OF THE PACK

Writer Russell T Davies' favourite joke in the series was the Anne Droid based on Weakest Link host Anne Robinson. "The Anne Droid – how can you not call her the Anne Droid? It was just perfect."

Extra info

The Doctor's last line in this episode is "I'm coming to get you" – echoing what Davina McCall always says when a Big Brother contestant is evicted from the house!

TARDIS INBOX

The page that's all about YOU and Who!

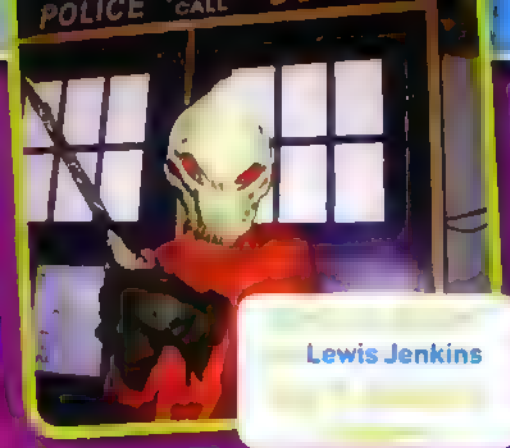
WIN! Be the master of time with the Daleks – there's a fantastic watch and clock for whoever sends the best letter or picture each issue.

Nathan Dacre-Pool

Chloe Cromble

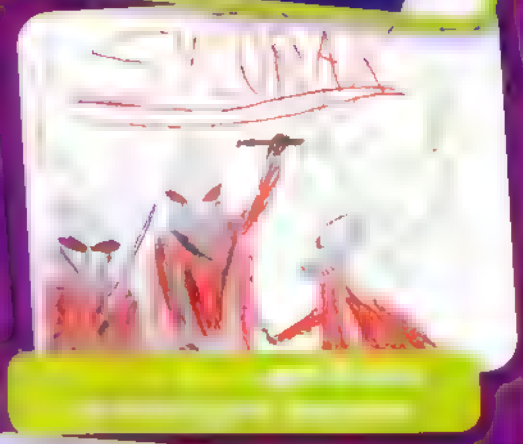
SEND US STUFF! DOCTOR WHO ADVENTURES, BBC Worldwide, Room A1136, 80 Wood Lane, London W12 0TT — dwa@bbc.co.uk – email from 4-5pm on Fridays and we'll do our best to reply

WHO KNOWS!



Lewis Jenkins

Finbar Hatton



Martha Draycott and her sister Mary-Beth met some friends at the

BOY TRAVELLERS

Q Elinor,

A Teacher Ian Chesterton, spaceman Steven Taylor, sailor Ben Jackson, Highlander Jamie McCrimmon, doctor Harry Sullivan, young lad Adric, alien school boy Turlough, boy genius Adam Mitchell, Time Agent Captain Jack and Rose's boyfriend Mickey Smith. That's ten!

COOL REUNION!

Q

A

SYCORAX SECRETS

Q wants to know why the Sycorax invaded Earth.

A

Email us now!

DOCTOR WHO
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THE TEAM ... and their favourite TARDIS moment

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ART EDITOR Paul Lang, Landing the wrong way in Fear Her
SENIOR WRITER Annabel Gibson, Making snow for Donna
PICTURE EDITOR Shalin Bux, Picking up Donna
PRODUCTION EDITOR Ed Lomas, Being sprayed 'Bad Wolf'
EDITORIAL ASSISTANT Olivia McLearon, Landing in Scotland by mistake!
LEGAL ADVICE Pete Clavin, Landing on New Earth

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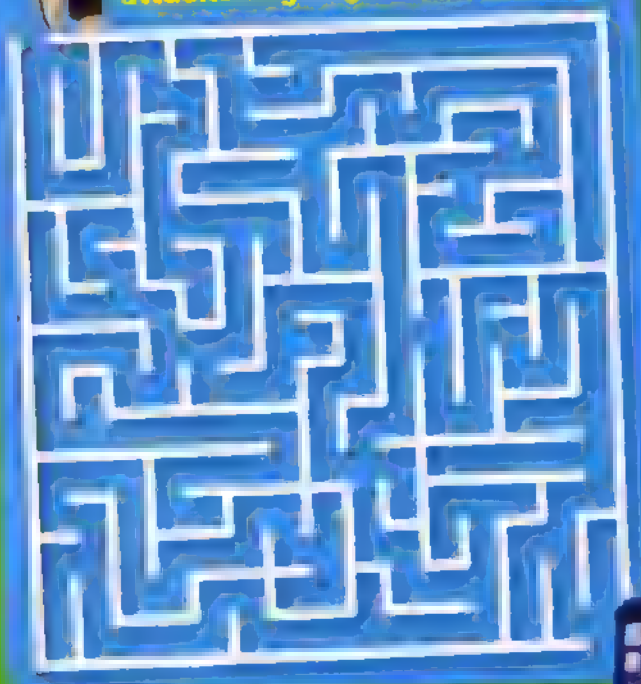
TIME TEASERS

Maze madness!

Can you help the Doctor get back to the TARDIS before he's attacked by any scary monsters?



WHO'S WHO?

1

He'd fight tooth and claw to get you!

2

Watch out for this monster's sharp claws!

3

Tick tock, don't stop for this robot!

SCRAMBLED!

Unscramble these three words from *Army of Ghosts*, and see if you can link them to the pictures!

1. NEVONY
2. KADLE
3. REBMAYCN

WHO SEARCH

MONSTERS

WIN!

With these wicked LEGO Creator Fast Flyers you can build a fantastic jet plane, chopper or [illegible] got six up for grabs! To win one, let us know which of the following monsters is NOT in the grid below. Good luck!

LEGO CREATOR

G	T	O	I	N	F	M	Z	L	C	R	V	H	F
W	Z	C	I	B	P	T	E	Y	E	M	F	P	N
E	Y	F	S	E	C	Q	I	U	O	F	H	Y	J
R	W	F	B	A	J	A	N	H	O	N	K	C	Q
E	L	D	C	S	B	A	X	L	E	E	R	A	Y
W	O	T	N	T	M	G	A	E	D	I	I	S	T
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J	Y	I	Z	L	E	V	N	V	X	C	T	D	H
C	K	B	S	G	O	V	S	C	P	N	A	R	Z
F	A	S	O	M	B	Q	M	Q	O	Q	N	A	X
X	E	V	E	D	E	L	O	R	X	F	E	S	G
A	Y	F	E	K	N	P	W	S	S	E	S	R	M

HOW TO ENTER:

with your name, age and address to: Who Search, DOCTOR WHO ADVENTURES Issue 21, PO Box 114, Leatherhead, Surrey, KT22 9DG. Or text WHOB SEARCH 21 plus your answer along [illegible]

ANSWERS:

Turn the page round!

SPOT THE DIFFERENCE

Can you spot five differences in the two pictures below?

1

2

Answers are on the left

TALES FROM THE TARDIS

The Doctor is trapped by the Isolus

1

The Isolus is controlling Chloe Webber. They're both lonely

LONELY...

2

Chloe spots the TARDIS and knows what to do

3

Inside, the Doctor and Rose are building a device to help save Chloe

4

IT'S SCARED! COME ON, YOU WERE A KID ONCE.

They leave the TARDIS with the device.

5

In her bedroom, young Chloe draws a picture of the Doctor and the TARDIS very quickly

6

Suddenly the Doctor and his TARDIS are snatched out of space!

7

DOCTOR?!

Rose rushes to Chloe and demands she release the Doctor

8

DOCTOR, IF YOU CAN HEAR ME, I'M GONNA GET YOU OUT OF THERE.

Chloe refuses and Rose promises the Doctor that she'll save him

What is YOUR favourite exciting WHO scene? Email us at tw@bbc.co.uk

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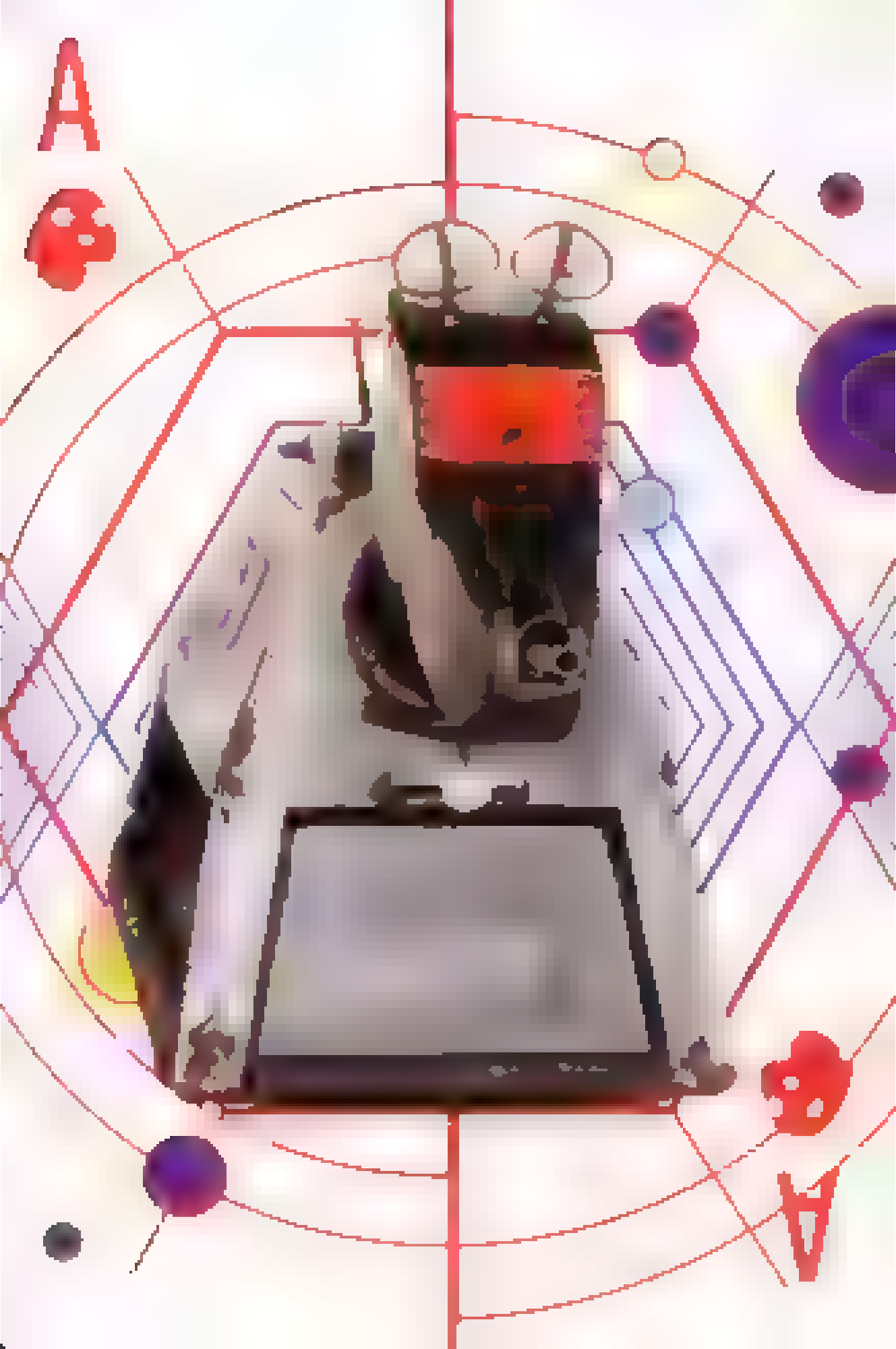

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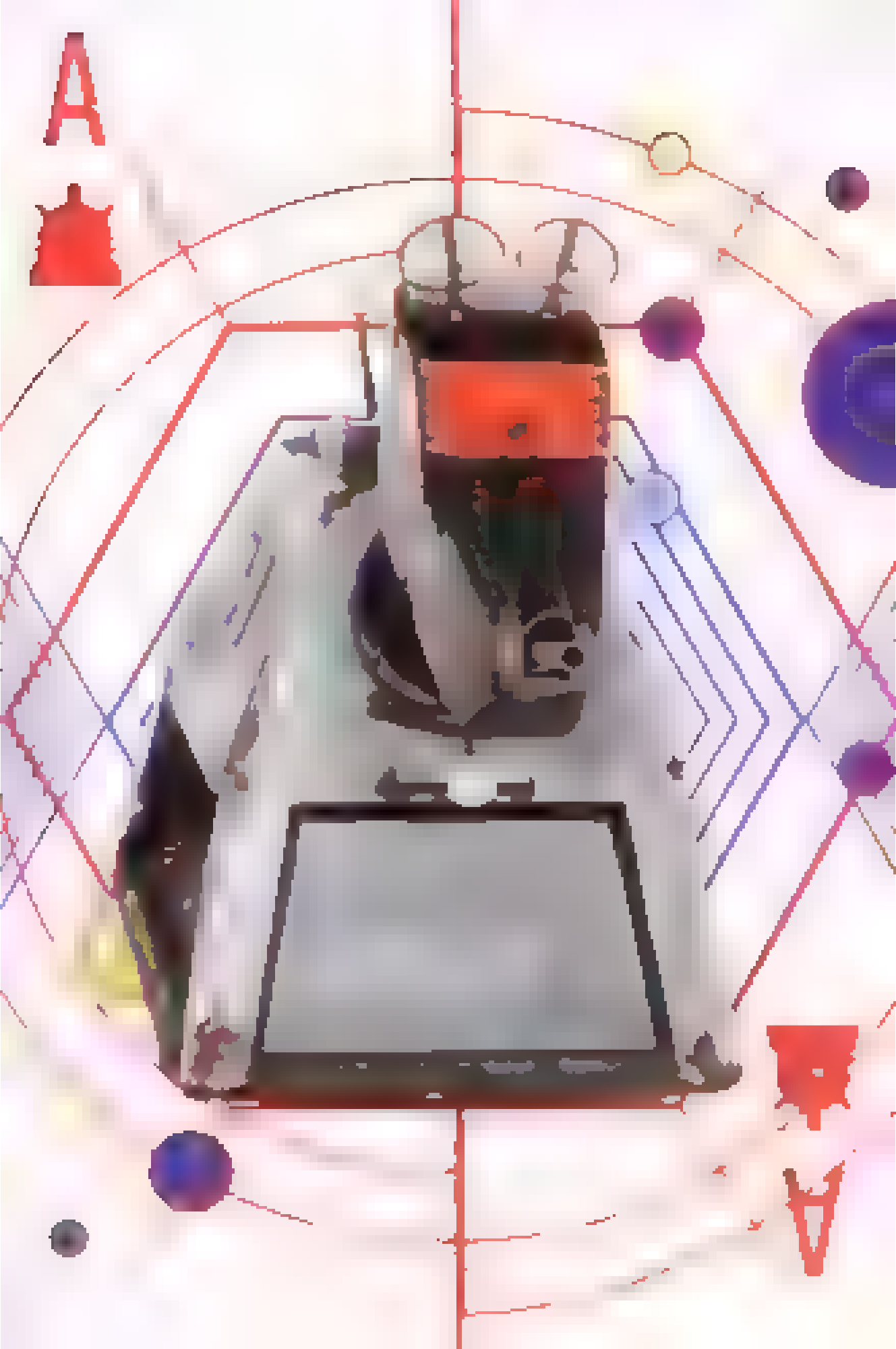

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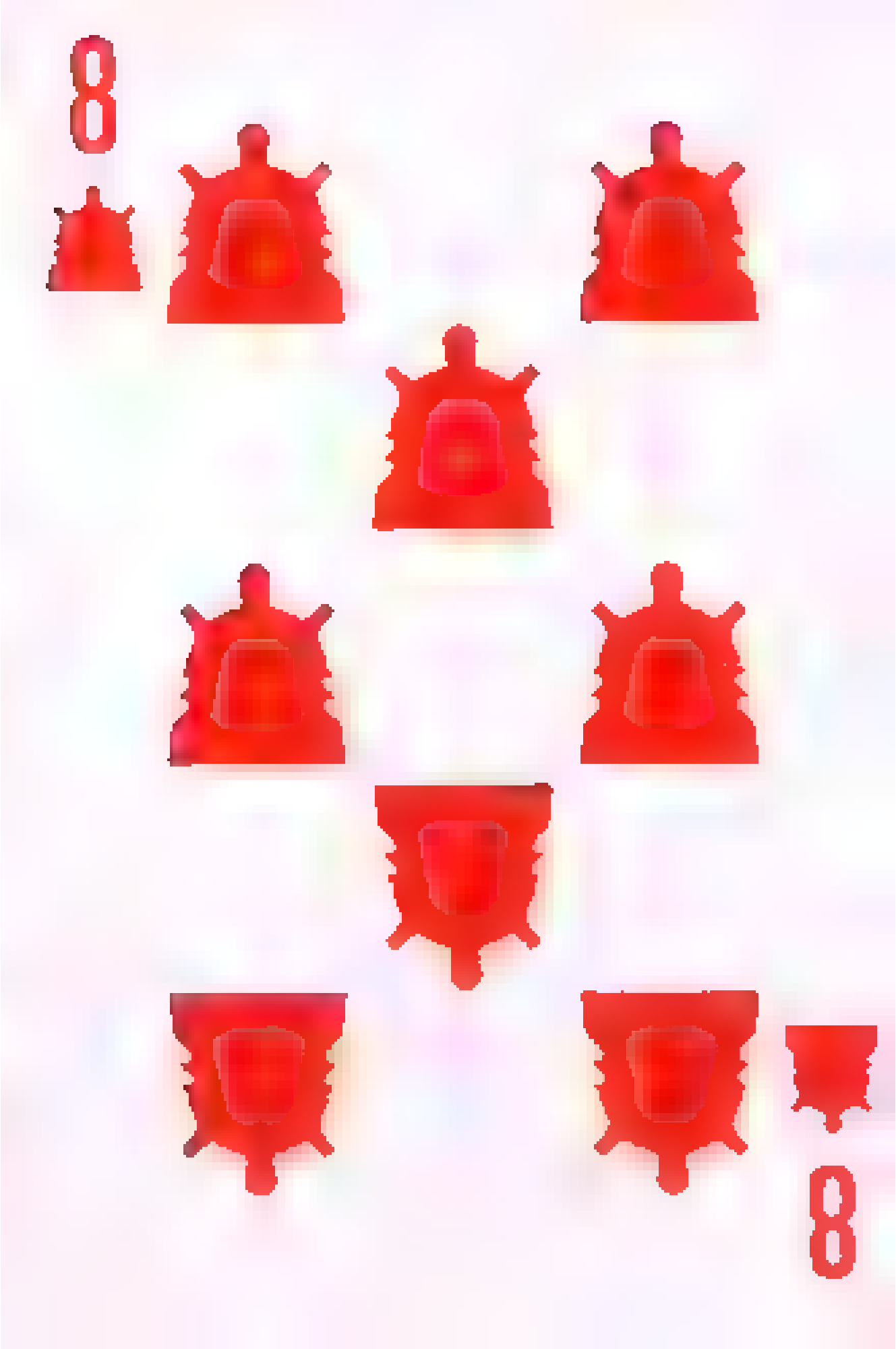

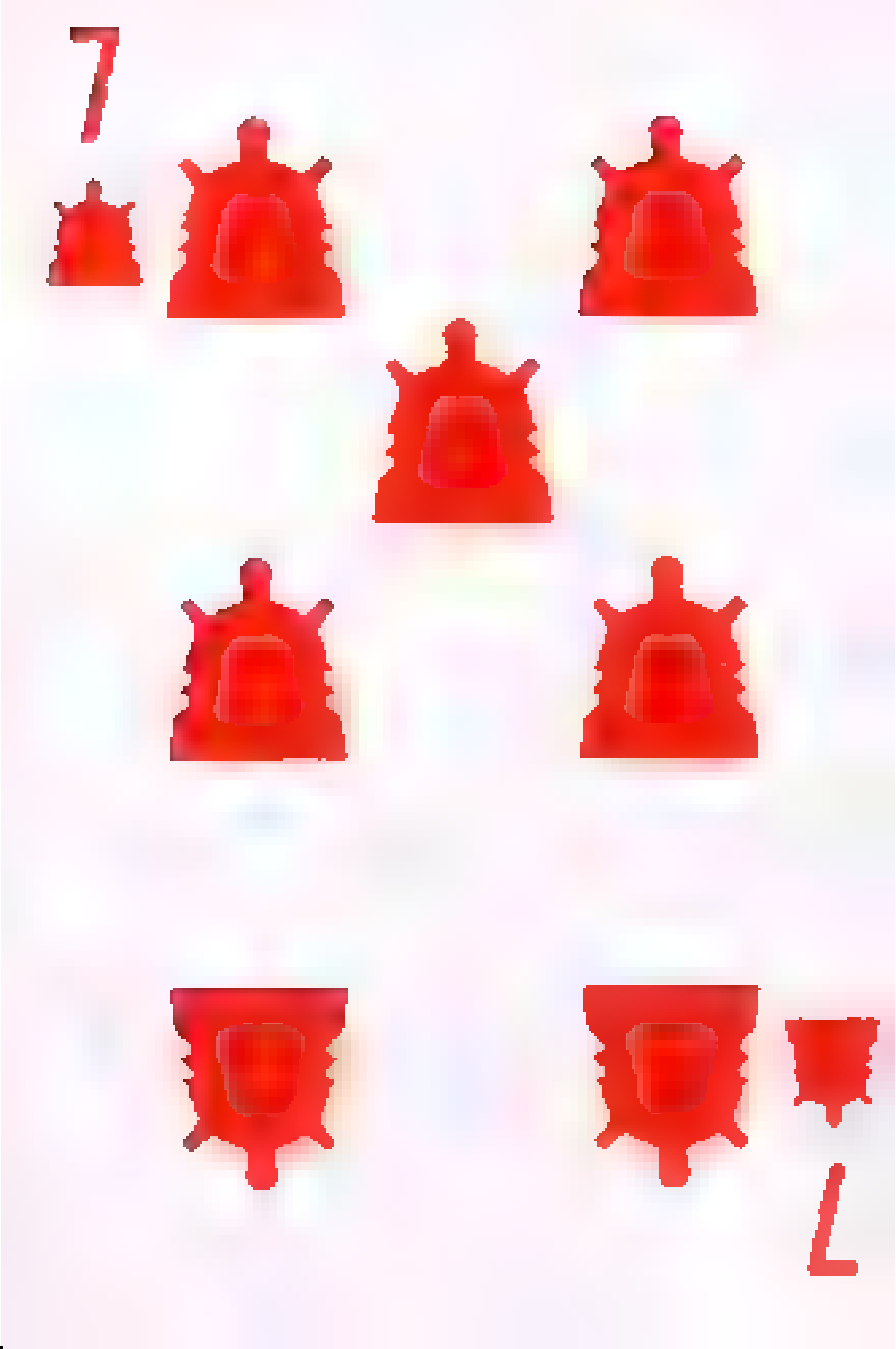

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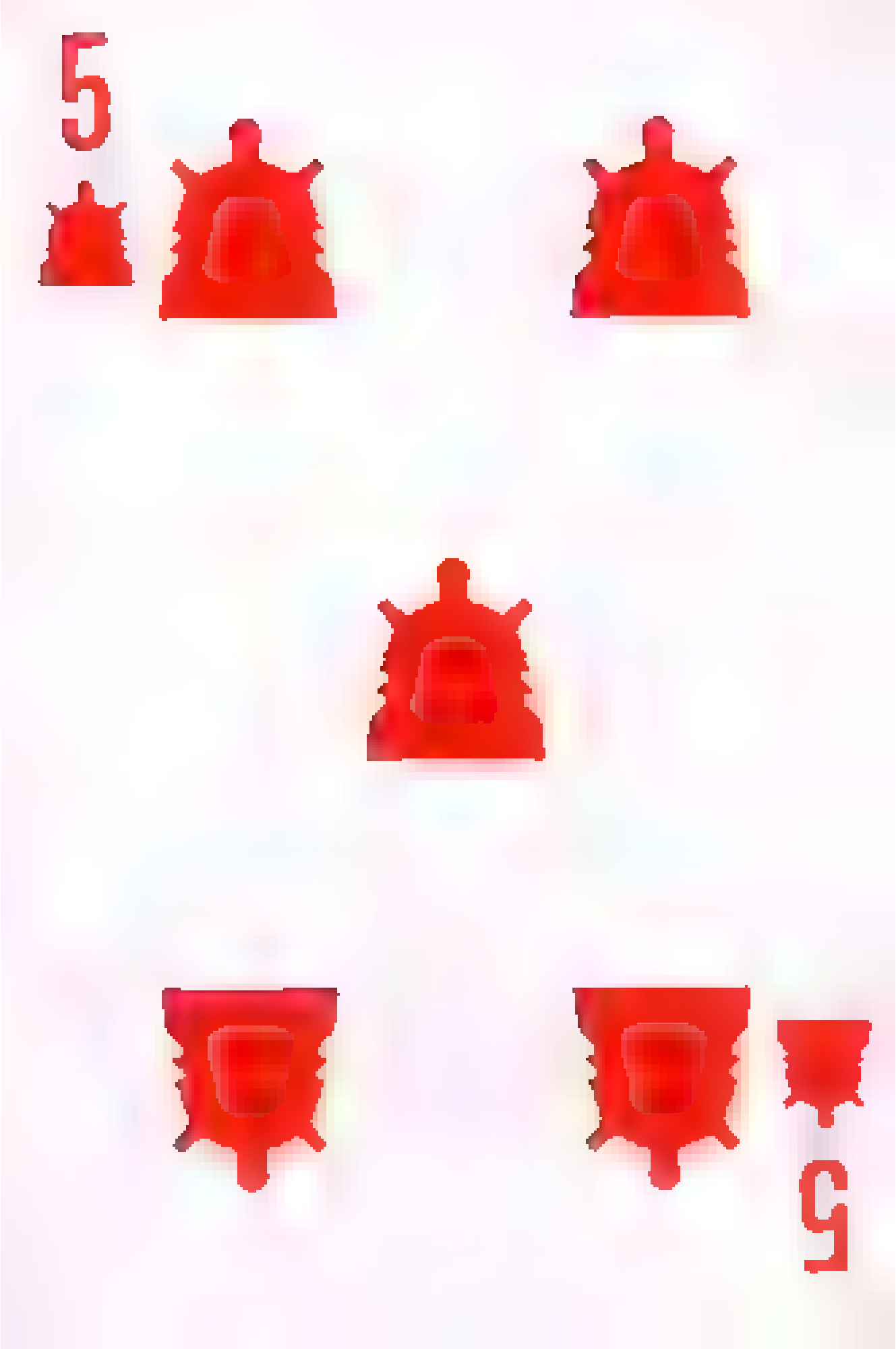

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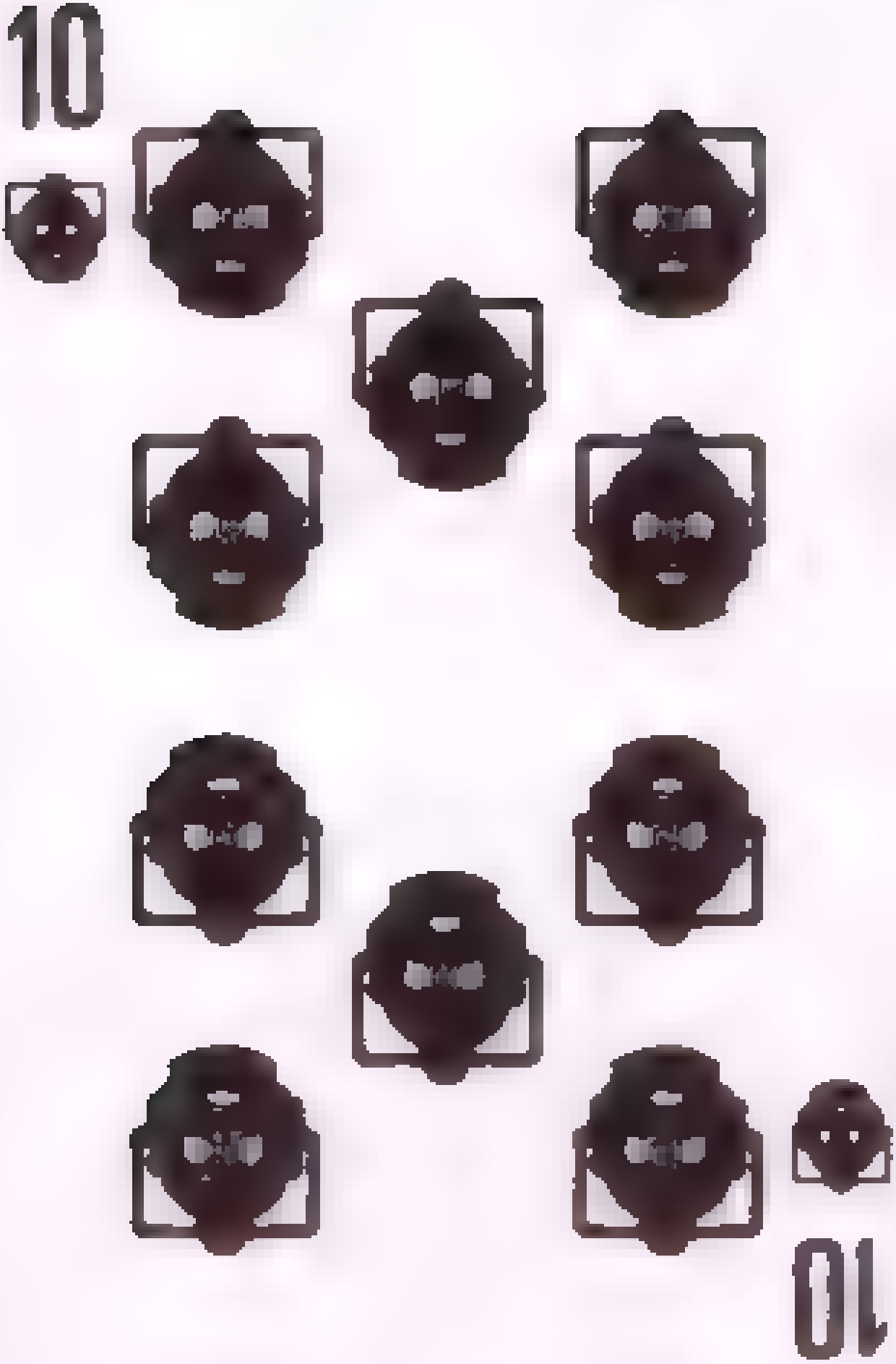

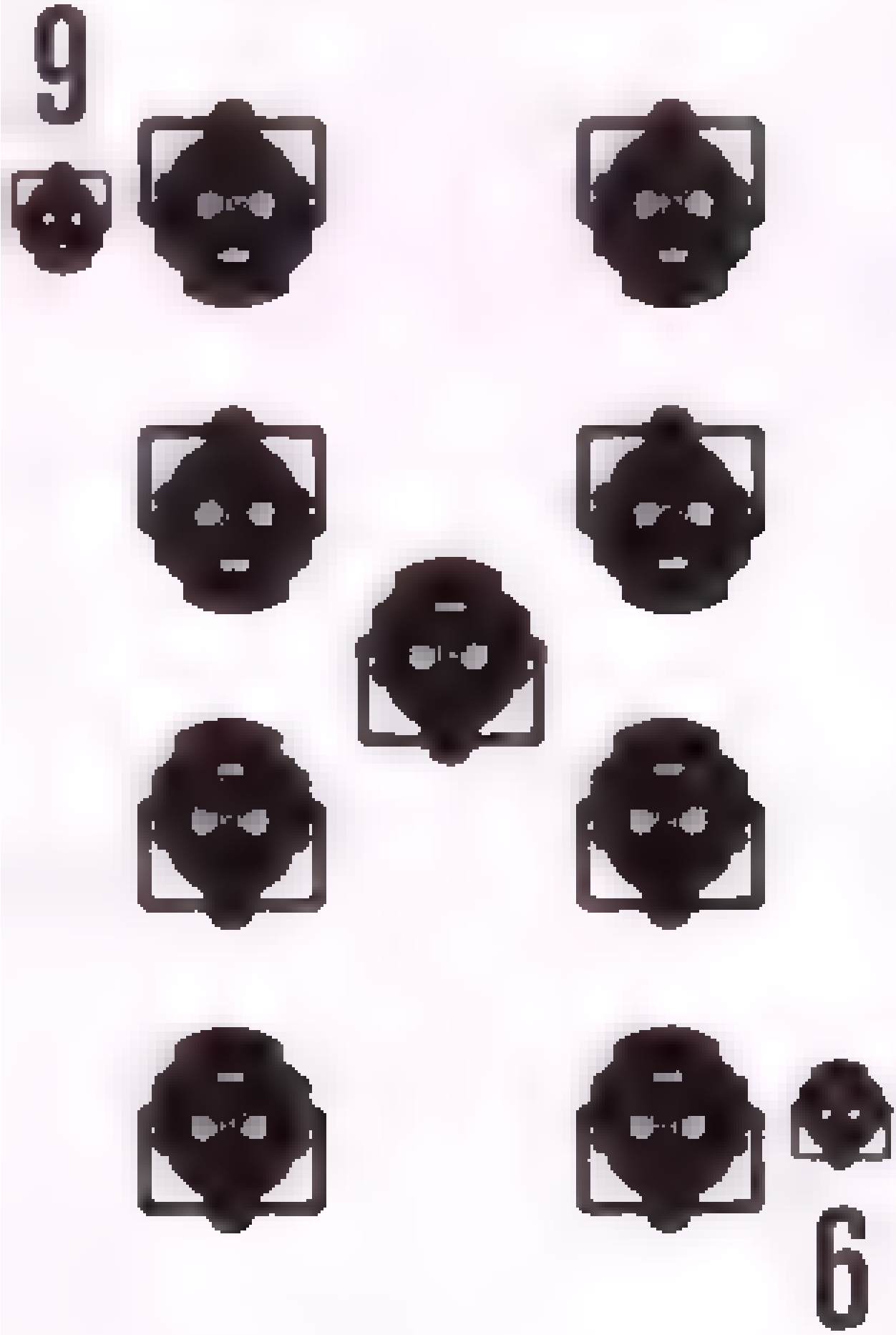

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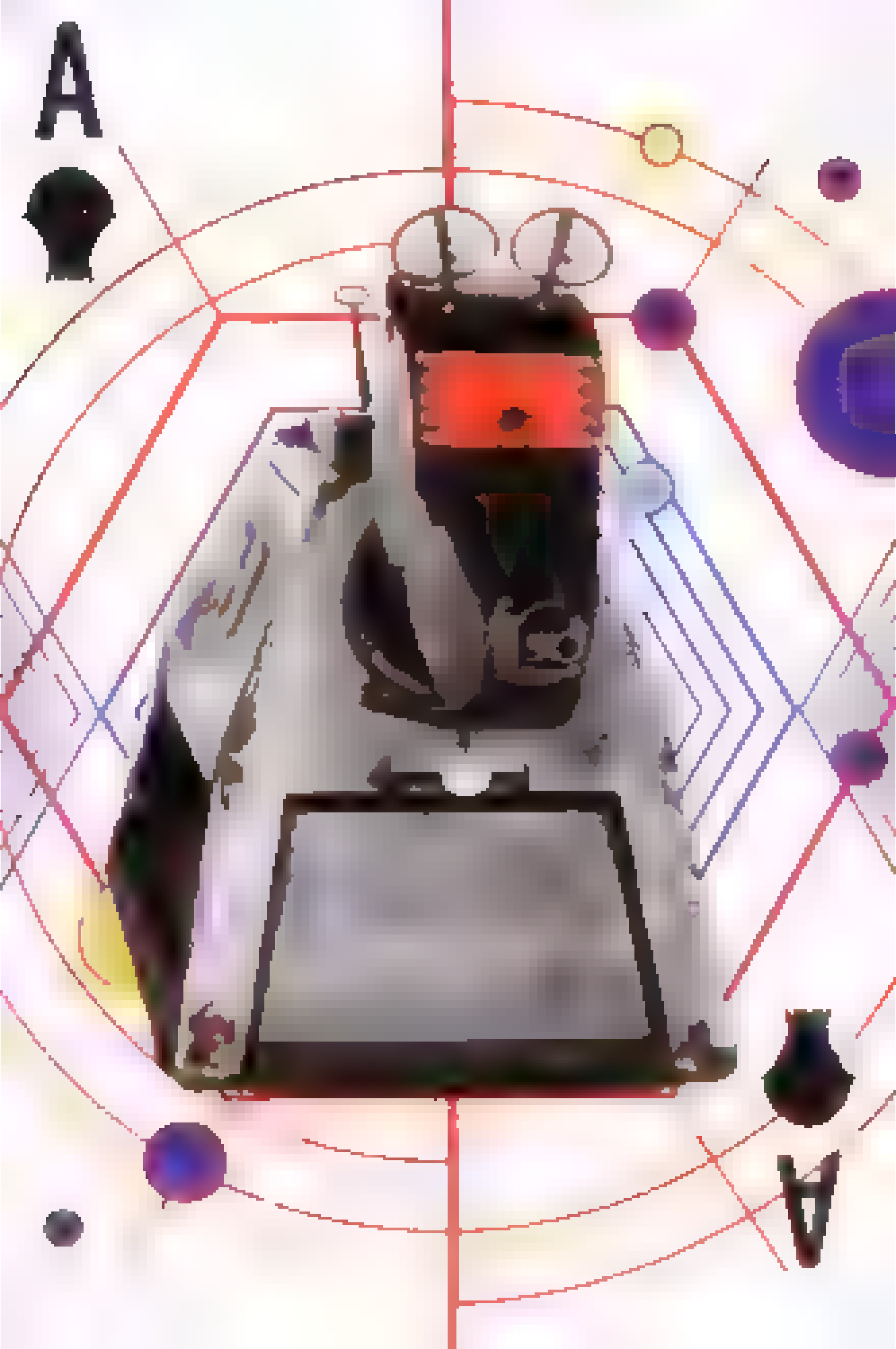

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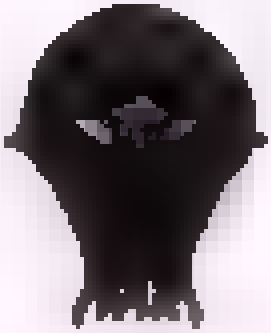

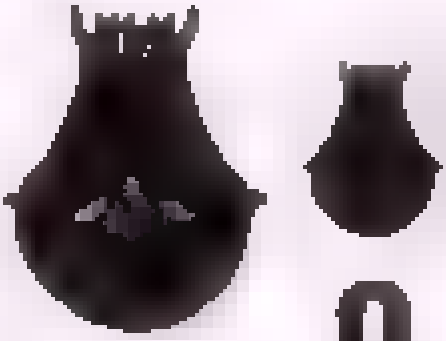

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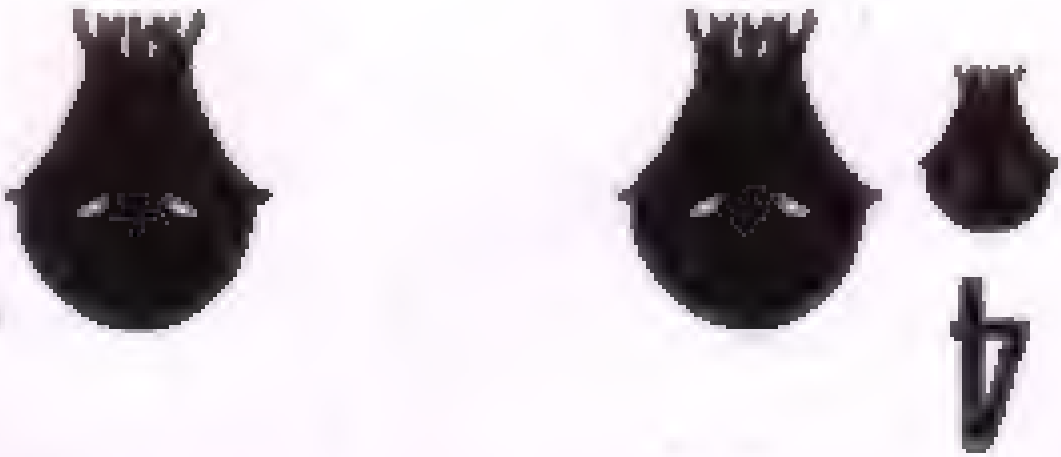

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From: Doctor Who Adventures [mail.bhwtixmhwyveunn@doctorwhoadventures.msgfocus.com]
Sent: 25 January 2007 11:54
To: [redacted]
Subject: Get drawing, Time Agent!

Categories: Time Agent Newsletters

If you are having trouble reading this newsletter, view the online version.

Time Agent Newsletter

GET DRAWING!
Attention, Time Agent! Stand by for your latest update!

The **Doctor Who Adventures** team has had a fun couple of weeks working on the next issue. One of our favourite things has been learning how to draw the Doctor - you can find out how to in issue 22!

We always love to see **your pictures**, so make sure you send them in to us at **dwa@bbc.co.uk**. The best one always gets a prize! And if you want to be on the cover of DWA, make sure you send us a picture of you too.

It won't be long before the new series returns. **Be warned**, though, some of the monsters look pretty gruesome and we think Martha's in for a shock! What do you think she'll make of the **Daleks**? Thinking about it, what would **YOU** do if you met them? They do seem to be unstoppable...

See you in two weeks for your next update.

The DWA Team

IN THE NEW ISSUE
Doctor Who Adventures issue 22 is out on Wednesday 31 January 2007. We sneak a look at the new series of **Doctor Who**, there's a fact file about the wicked **Empress of the Racnoss**, and you can make a beastly **Beast mask**.

You'll find **Daleks**, too, as we take a look at the time they returned to menace Rose and the 9th Doctor in the episode **Bad Wolf**.

DID YOU KNOW?
Cybermen are so powerful, so uniform, that they abandon their human names. But did you know that when they first appeared on television in 1966 they **kept their names**? In the first Cyber story there were two Cybermen called **Krail** and **Krang**.

WHO KNOWS?
We want your questions! Email all your **Doctor Who** queries to us at **dwa@bbc.co.uk** putting **WHO KNOWS?** in the subject line - we'll print answers to the best ones we get. You can send pictures, letters and drawings to this email address too!

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